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Games for Thinkers

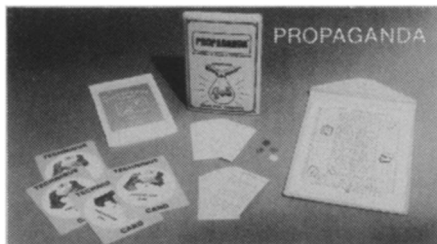
from WFF'N PROOF publishers

The emphasis is not on what to think, but how to think!



The Game of Set Theory, by Layman E. Allen, Peter Kugel (M.I.T.), Martin Owens (Mitre Corp.). This 30-game package can instruct students in kindergarten through high school in basics of set theory as well as extend a challenge to any adult exploring "new math." Encourages players to enjoy mathematics while learning concepts of union, intersection, logical differences, complement, identity, inclusion, null and universal sets. 2 to 4 players. \$13.00*

The Propaganda Game, by Lorne Greene (N.B.C. Paramount Studios), and Robert Allen (Director of Academic Games, Nova University). Students learn the fascinating techniques used by professionals to influence public opinion by learning to recognize "bandwagon" appeals, faulty analogy, out-of-context quotes, rationalization, technical jargon, emotional appeals, and many more. Fascinating for social studies, English, problems of democracy, debate. 2 to 4 players. \$13.00*



The Game of Creative Mathematics, by Layman E. Allen. Our most popular game of mathematics. Five-game kit for use in intermediate grades through high school. Includes arithmetic operations such as addition, subtraction, multiplication, division, exponents and radicals in a variety of number bases. Like chess, the game can be as simple or as complex as the players make it. 2 to 4 players. \$13.00*



The Game of Modern Logic, by Layman E. Allen, (Professor of Law and Research Social Scientist, University of Michigan). The original game of symbolic logic. Twenty-one-game kit that starts with speed games that challenge intelligent adults. The kit provides entertainment and practice in abstract thinking relevant for philosophy, mathematics, English, and computer programming for junior and senior high school. 2 to 4 players. \$16.00*

The Game of Word Structures, by Professors Layman E. Allen and Frederick L. Goodman, and Doris Humphrey and Joan Ross, Research Associates (University of Michigan). An instructional game that incorporates any aspect of words that players wish to introduce. Players practice and learn spelling, counting, grammar, phonetics, word roots, inflectional endings, prefixes and suffixes. For children and adults. 2 or more players. \$13.00*



The Game of Science and Language (a simulation of scientific method and generative grammars), by Layman E. Allen and Joan Ross (University of Michigan) and Peter Kugel (M.I.T.). Through inductive reasoning, players learn scientific method of inquiry and gain skill in organizing, analyzing, and synthesizing data while engaged in an intriguing game of linguistics. For teenagers and adults. 2 to 4 players. \$16.00*

CONFIGURATIONS

Number Puzzles and Patterns for All Ages, by Harold L. Dorwart (Professor of Mathematics, Trinity College). A series of ingenious geometric and mathematical problems that will delight and challenge those who enjoy careful reasoning. Suitable for junior and senior high school levels. If you prefer solitaire, this one is for you. One player \$7.75*

WFF'N PROOF

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_____ b. QUERIES 'N THEORIES (sci & lang)	\$16.00*	_____ g. ON-WORDS (word structures)	\$13.00*
_____ c. EQUATIONS (math)	\$13.00*	_____ 5-game special (a-e)	\$64.95*
_____ d. ON-SETS (set-theory)	\$13.00*	_____ 6-game special (a-f)	\$69.95*
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